Applicant : David Corboy   Attorney's Docket No.: 06975-124001 / Multimedia 15
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    <u>Amendments to the Claims</u>:

This listing of claims replaces all prior versions and listings of claims in the application:

<u>Listing of Claims</u>:

    1-121. (cancelled).

    122. (Currently Amended) A method of streaming multimedia objects encapsulated into a multimedia document, the method comprising:

    receiving author specification of multimedia content and choreography information that indicates a temporal order for rendering the multimedia content, the multimedia content being defined by at least first, second, and third multimedia objects [[,]] <u>and the choreography information including a relative sequence specified by the author for rendering the first, second, and third multimedia objects, the relative sequence indicating that the first and second multimedia objects be rendered progressively together over a common time period and the third multimedia object be rendered subsequent to the rendering of the first and second multimedia objects</u>;

    interleaving data slices of the first and second multimedia objects with each other and adding the interleaved data slices to a multimedia document;

    adding data slices of the third multimedia object to the multimedia document without interleaving the data slices of the third multimedia object with data slices of other objects in the multimedia document; and

    streaming the multimedia document to a recipient for rendering according to the choreography information, such that the data slices of the first and second multimedia objects are progressively rendered <u>together during the common time period</u> before all data slices of the first and second multimedia objects are received and the data slices of the third multimedia object are progressively rendered <u>after the rendering of the first and second multimedia objects and</u> only

after a sufficient amount of the data slices of the third multimedia object are received to enable rendering of the third multimedia object.

123. (Previously presented) The method of claim 122 wherein the data slices of the first, second, and third multimedia objects are progressively rendered substantially together.

124. (Previously presented) The method of claim 122 wherein all of the data slices of the third multimedia object are progressively rendered before any of the data slices of the first and second multimedia objects are progressively rendered.

125. (Previously presented) The method of claim 122 wherein the data slices of the third multimedia object are rendered after all of the data slices of the first and second multimedia objects are rendered.

126. (Previously presented) The method of claim 122 wherein the data slices of the first and second multimedia objects can be progressively rendered independent of bandwidth without degradation.

127. (Previously presented) The method of claim 122 wherein the data slices of the third multimedia object cannot be progressively rendered independent of bandwidth without degradation.

128. (Previously presented) The method of claim 122 wherein the data slices of the third multimedia object are rendered only after all of the data slices of the third multimedia object are received.

129. (Previously Presented) The method of claim 122 wherein the choreography information comprises an indication of the author's intent that the first, second, and third objects be rendered substantially together.

130. (Previously Presented) The method of claim 129 wherein the rendering of the first, second, and third objects is delayed until all of the data slices of the third object are received by the recipient.

131. (Previously presented) The method of claim 122 wherein the first object comprises a text file.

132. (Previously presented) The method of claim 122 wherein the first object comprises an image file.

133. (Previously presented) The method of claim 122 wherein the second object comprises a text file.

134. (Previously presented) The method of claim 122 wherein the second object comprises an image file.

135. (Previously presented) The method of claim 122 wherein the third object comprises a sound file.

136. (Previously presented) The method of claim 122 wherein the third object comprises a video file.

137. (Previously presented) The method of claim 122 further comprising:

detecting an object type of a detected object that contains at least a portion of the multimedia content; and

determining, based on the detected object type, whether to interleave data slices of the detected object with data slices of another object of the multimedia document or whether to add the data slices of the detected object to the multimedia document without interleaving the data slices of the detected object with data slices of other objects of the multimedia document.

138. (Previously presented) The method of claim 137 wherein the detected object is one of the first and second objects.

139. (Previously presented) The method of claim 137 wherein the detected object is the third object.

140. (Previously presented) The method of claim 122 further comprising rendering the multimedia document in a window on a computer display at the recipient.

141. (Previously presented) The method of claim 140 wherein rendering the multimedia document further comprises:

creating an exclusionary area within the window; and

locating an item within the exclusionary area, the item being selected from a group of objects including a framed image, a slide show, framed text, sound data, a separator, or a hyperlink.

142. (Previously presented) The method of claim 122 wherein the multimedia content includes splash image data defining a splash image, the method further comprising locating the splash image data within the multimedia document such that the splash image is rendered on a

computer display at the recipient as the splash image data is received by a receiver coupled to the computer display.

143. (Previously presented) The method of claim 122 further comprising providing each object with an address indicating a player that plays the object.

144. (Previously presented) The method of claim 122, further comprising compressing data for at least one of the objects.

145. (Previously presented) The method of claim 122 further comprising:

creating an unknown object in the multimedia document; and

locating player data within the unknown object defining a player that plays the unknown object.

146. (Previously presented) The method of claim 122 wherein two or more of the objects have at least one common attribute, including at least one of a command for perception of the objects, an ability to pass and receive a message, and an ability to supply and retrieve the data embodied in the objects.

147. (Previously presented) The method of claim 122 wherein the multimedia document forms a code segment that receives image information; and wherein the image information is used to construct an image frame for a framed image that is part of the multimedia document.

148. (Previously presented) The method of claim 147 wherein the framed image has an image data format; and wherein a decoder determines the image data format and encapsulates the framed image with the image frame.

149. (Previously presented) The method of claim 122 wherein the choreography information further comprises:

a header;

an object archive for storing information about one or more of the objects, the object archive including information about the relationship of the objects with the document; and

a multiplex section including data for the objects in the document.

150. (Previously presented) The method of claim 149 wherein the multiplex section further includes:

an object number counter indicating the number of objects;

a plurality of object descriptions, each object description describing a corresponding one of the objects; and

a choreography group providing information about a first group of objects.

151. (Previously presented) The method of claim 150 wherein the choreography group further comprises:

a group object counter indicating the number of objects in the choreography group;

size and type data for each object;

header data; and

the data slices of objects that are interleaved together or the data slices of an object that is not interleaved with other objects.

152. (Previously presented) The method of claim 150 further comprising a non-multiplex section following the multiplex section, the non-multiplex section including one or more separate objects that are not played by a player as the separate object files are received by a receiver.

153. (Previously presented) The method of claim 122 in which the temporal order is independent of a recipient input.

154. (Previously presented) The method of claim 122 in which the temporal order is independent of a recipient hardware configuration.

155. (Previously presented) The method of claim 122 in which the temporal order is independent of a recipient software configuration.

156. (Previously presented) The method of claim 122, wherein the media content is rendered independent of an author-specified bandwidth to be used to send the multimedia document.

157. (Currently amended) A computer implemented device for streaming multimedia objects encapsulated into a multimedia document, the device comprising instructions for:

receiving author specification of multimedia content and choreography information that indicates a temporal order for rendering the multimedia content, the multimedia content being defined by at least first, second, and third multimedia objects [[,]]and the choreography information including a relative sequence specified by the author for rendering the first, second, and third multimedia objects, the relative sequence indicating that the first and second multimedia objects be rendered progressively together over a common time period and the third multimedia object be rendered subsequent to the rendering of the first and second multimedia objects;

interleaving data slices of the first and second multimedia objects with each other and adding the interleaved data slices to a multimedia document;

adding data slices of the third multimedia object to the multimedia document without interleaving the data slices of the third multimedia object with data slices of other objects in the multimedia document; and

streaming the multimedia document to a recipient for rendering according to the choreography information, such that the data slices of the first and second multimedia objects are progressively rendered together during the common time period before all data slices of the first

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and second multimedia object are received and the data slices of the third multimedia object are progressively rendered <u>after the rendering of the first and second multimedia objects and</u> only after a sufficient amount of the data slices of the third multimedia object are received to enable rendering of the third multimedia object.

158. (Previously presented) The device of claim 157 further comprising instructions for progressively rendering the data slices of the first, second, and third multimedia objects substantially together.

159. (Previously presented) The device of claim 157 further comprising instructions for progressively rendering all of the data slices of the third multimedia object before progressively rendering any of the data slices of the first and second multimedia objects.

160. (Previously presented) The device of claim 157 further comprising instructions for progressively rendering the data slices of the third multimedia object after progressively rendering all of the data slices of the first and second multimedia objects.

161. (Previously presented) The device of claim 157 wherein the data slices of the first and second multimedia objects can be progressively rendered independent of bandwidth without degradation.

162. (Previously presented) The device of claim 157 wherein the data slices of the third multimedia object cannot be progressively rendered independent of bandwidth without degradation.

163. (Previously presented) The device of claim 157 further comprising instructions for rendering the data slices of the third multimedia object only after all of the data slices of the third multimedia object are received.

164. (Previously presented) The device of claim 157 further comprising instructions for:

detecting an object type of a detected object that contains at least a portion of the multimedia content; and

determining, based on the detected object type, whether to interleave data slices of the detected object with data slices of another object of the multimedia document or whether to add the data slices of the detected object to the multimedia document without interleaving the data slices of the detected object with data slices of other objects of the multimedia document.

165. (Previously presented) The device of claim 157 further comprising instructions for rendering the media content independent of an author-specified bandwidth to be used to send the multimedia document.

166-173. (Canceled)

174. (Withdrawn) A method for building a multimedia document for communicating multimedia objects, the method comprising:

accessing a multimedia object to be included in a multimedia document;

detecting the type of the multimedia object; and

determining, based on the detected multimedia object type, whether or not to interleave data slices of the multimedia object with data slices of one or more other objects to be included in the multimedia document.

175. (Withdrawn) The method of claim 174 wherein when the detected multimedia object is an text file, determining to interleave the data slices of the multimedia object with data slices of one or more other objects in the multimedia document.

176. (Withdrawn) The method of claim 174 wherein when the detected multimedia object is an image file, determining to interleave the data slices of the multimedia object with data slices of one or more other objects in the multimedia document.

177. (Withdrawn) The method of claim 174 wherein when the detected multimedia object is a sound file, determining not to interleave the data slices of the multimedia object with any other data slices of other objects in the multimedia document.

178. (Withdrawn) The method of claim 174 wherein when the detected multimedia object is a video file, determining not to interleave the data slices of the multimedia object with any other data slices of other objects in the multimedia document.

179. (New) A method of streaming multimedia objects encapsulated into a multimedia document, the method comprising:

receiving author specification of multimedia content and choreography information that indicates a temporal order for rendering the multimedia content, the multimedia content being defined by at least first, second, and third multimedia;

interleaving data slices of the first and second multimedia objects with each other and adding the interleaved data slices to a multimedia document;

adding data slices of the third multimedia object to the multimedia document without interleaving the data slices of the third multimedia object with data slices of other objects in the multimedia document;

streaming the multimedia document to a recipient for rendering according to the choreography information, such that the data slices of the first and second multimedia objects are progressively rendered before all data slices of the first and second multimedia objects are received and the data slices of the third multimedia object are progressively rendered only after a sufficient amount of the data slices of the third multimedia object are received to enable rendering of the third multimedia object;

detecting an object type of a detected object that contains at least a portion of the multimedia content; and

determining, based on the detected object type, whether to interleave data slices of the detected object with data slices of another object of the multimedia document or whether to add the data slices of the detected object to the multimedia document without interleaving the data slices of the detected object with data slices of other objects of the multimedia document.

180. (New) The method of claim 179 wherein the detected object is one of the first and second objects.

181. (New) The method of claim 179 wherein the detected object is the third object.